

REMARKS

This Response is submitted in Response to the Office Action dated July 3, 2002. Claims 1 through 24 are pending in this application. No amendments have been made to the claims. The specification has been amended for reasons of readability and clarity. The amendment to the specification is being made for purposes of clarification only and not for any substantive reason of patentability under 35 U.S.C. §§ 101, 102, 103 and 112. No new matter has been added by any of the amendments made herein. A Petition for a One-Month Extension of Time to Response to the Office Action is submitted herewith. A check for \$110.00 is submitted herewith for said extension. Please charge Deposit Account No. 02-1818 for any insufficiency of payment. If such a withdrawal is made, please indicate the Attorney Docket No. (0112300-994) on the account statement.

The Examiner rejected Claims 1 to 14, 17, 18, 21 and 22 under 35 U.S.C. § 102(b) as being anticipated by U.S. Patent No. 5,775,692 to Watts et al. ("Watts"). In addition, the Examiner rejected Claims 15, 16, 19, 20, 23 and 24 under 35 U.S.C. § 103(a) as being obvious in view of *Watts* and existing data networks.

Generally, the present invention is directed to a gaming device having a display device which displays a set of reels, such as reels 100, in a primary game where the reels include a plurality of primary symbols, such as symbols A through H. The processor randomly determines the primary symbols indicated by the reels in the primary game. If a triggering event occurs in the primary game, such as a designated combination of the primary symbols indicated on the reels in the primary game, a secondary game is initiated. The secondary game includes a set of reels 110, which replace the set of reels in the primary game which are displayed to a player by the display device. The reels in the secondary game include a plurality of secondary symbols, such as a heart, star, diamond, moon and square, where the secondary symbols include at least one different symbol from the primary symbols in the primary game. The gaming device or player activates or spins the reels in the secondary game and the processor randomly determines the secondary symbols indicated by the reels in the secondary game. If a second triggering event occurs in the secondary game, such as a designated combination of secondary symbols indicated on the reels in the

secondary game, another secondary game is initiated and the set of reels in the first secondary game is replaced on the display device with the second secondary game. In the present invention, the triggering event in the primary game only triggers or initiates the first secondary game, and does not trigger or initiate the second secondary game.

*Watts* does not disclose, teach or suggest such a game.

*Watts* discloses a number of embodiments where each embodiment involves a gaming machine that displays a first and second set of reels 10 and 11, respectively, to a player in a game. The gaming device may initially spin either the first or the second set of reels in a game. In one example, the gaming machine 1 spins one of the sets of reels such as the second set of reels 11, and a combination of symbols is indicated on line 13. (See Col. 2, lines 39-44.) The gaming device then provides an award or prize to the player associated with the symbol combination indicated on the second set of reels 11 or spins the other set of reels, which is the first set of reels 10, if a specific designated symbol combination is indicated on line 13 associated with the second set of reels 11. Alternatively, the gaming device spins one of the sets of reels such as the second set of reels 10 a specific number of times based on designated symbol combinations indicated on line 12 associated with the first set of reels, where the designated symbol combinations are associated with different numbers of spins of the second set of reels. (See Col. 1, lines. 48-51 and Col. 3, lines 1-7.) *Watts* does not disclose, teach or suggest replacing the first set of reels with the second set of reels on the display device when a triggering event occurs on the first set of reels. Furthermore, *Watts* does not disclose, teach or suggest replacing the second set of reels on the display device with another secondary game based on a second triggering event that occurs on the second set of reels. In fact, *Watts* only discloses spinning a second set of reels when a triggering event occurs on a first set of reels. *Watts* therefore does not disclose, teach or suggest a second set of reels that includes a triggering event for initiating any type of subsequent game or games.

Referring specifically to the claims, Claim 1 is directed to a gaming device having a game. The gaming device displays a primary game including a set of reels having primary symbols. A processor in the gaming device randomly determines the primary symbols indicated on the set of reels in the primary game. If a first triggering event

occurs in the primary game, the processor replaces the reels in the primary game displayed by the display device with a set of reels displayed by the display device in a first secondary game. If a second triggering event occurs in the first secondary game, the processor replaces the reels in the first secondary game displayed by the display device with a second secondary game displayed by the display device. The primary game does not include a triggering event which causes the processor to display the second secondary game. As discussed above, *Watts* does not disclose, teach or suggest replacing the reels in a primary game with reels in a first secondary game on the display device when a triggering event occurs in the primary game. Additionally, *Watts* does not disclose, teach or suggest replacing the set of reels on the display device in a first secondary game with a second secondary game. Instead, *Watts* only teaches spinning a second set of reels when a triggering event occurs on a first set of reels. No other triggering events are disclosed in *Watts*. Moreover, dependent Claim 5 provides a further distinguishing feature over *Watts*. Claim 5 further provides that the second secondary game includes second secondary game symbols which are different than the secondary symbols of the first secondary game. *Watts* does not disclose a second secondary game which is initiated by a second triggering event in the first secondary game and therefore does not disclose the feature of claim 5. For these reasons, Claim 1 and Claims 2 to 5, which depend from Claim 1, are each patentably distinguished over *Watts* and in condition for allowance.

Claim 6 is directed to a gaming device having a game including a base game displayed to a player where the base game includes a set of reels having base game symbols. Upon a triggering event in the base game, a set of reels in a first bonus game replaces the reels on the display device in the base game. The reels in the first bonus game include first bonus game symbols which are different and less than the base game symbols in the base game. A second bonus game replaces the reels on the display device in the first bonus game when a second triggering event occurs in the first bonus game where the base game does not include a triggering event which triggers the second bonus game. As described above, *Watts* does not disclose, teach or suggest replacing the reels on the display device in a base game with reels in a first bonus game upon the occurrence of a first triggering event in the base game.

Furthermore, *Watts* does not disclose, teach or suggest replacing reels on the display device in a first bonus game with a second bonus game upon the occurrence of a triggering event in the first bonus game. Also, *Watts* does not disclose, teach or suggest a second bonus game. For at least these reasons, Claim 6 and Claims 7 and 8, which depend therefrom, are each patentably distinguished over *Watts* and in condition for allowance.

Claim 9 is directed to a gaming device having a game including a primary game displayed to a player where the primary game includes a set of primary reels having primary symbols. Upon a first triggering event in the primary game, a set of secondary reels in a first secondary game replaces the primary reels in the primary game on the display device. The secondary reels include secondary symbols which are different than the primary symbols and less than a plurality of the primary symbols. A second secondary game replaces the secondary reels on the display device in the first secondary game when a second triggering event occurs in the first secondary game where the primary game does not include a triggering event which provides the second secondary game. As described above, *Watts* does not disclose, teach or suggest replacing the primary reels in a primary game with secondary reels in a first secondary game upon the occurrence of a triggering event in the primary game. Furthermore, Watts does not disclose, teach or suggest replacing the secondary reels in a first secondary game with a second secondary game upon the occurrence of a second triggering event in the first secondary game. *Watts* does not disclose, teach or suggest a second secondary game. Therefore for these reasons, Claim 9 and Claims 10 and 11, which depend therefrom, are each patentably distinguished over *Watts* and in condition for allowance.

Claim 12 is directed to a method for operating a gaming device where the method includes the steps of displaying a primary game including a set of primary reels having a plurality of primary symbols on a display device. The gaming device enables a player to play the primary game and replaces the primary reels on the display device with a set of secondary reels of a secondary game when a first triggering event occurs in the primary game. The secondary reels include a plurality of secondary symbols which are different from the primary symbols. The gaming device then enables the

player to play the first secondary game and replaces the secondary reels on the display device of the first secondary game with a second secondary game when a second triggering event occurs in the first secondary game. The primary game does not include a triggering event which triggers the activation of the second secondary game. In contrast, *Watts* does not disclose, teach or suggest replacing the primary reels with the secondary reels upon a first triggering event in the primary game. Furthermore, *Watts* does not disclose, teach or suggest replacing the secondary reels in a first secondary game with a second secondary game upon the occurrence of a second triggering event in the first secondary game. *Watts* does not disclose a second secondary game. Therefore, Claim 12 and Claims 13 to 16, which depend therefrom, are each patentably distinguished over *Watts* and in condition for allowance.

Claim 17 is directed to a method for operating a gaming device where the method includes the steps of displaying on a display device a base game including a set of reels having a plurality of base game symbols. The gaming device enables a player to play the base game and replaces on the display device the reels in the base game with a set of reels in a first bonus game when a first triggering event occurs in the base game. The reels in the first bonus game include a plurality of first bonus game symbols which are different from and less than the base game symbols. The gaming device then enables the player to play the first bonus game and provides a second bonus game when a second triggering event occurs in the first bonus game. The base game does not include a triggering event which activates the second bonus game. *Watts* does not disclose, teach or suggest replacing the reels in a base game with the reels in a first bonus game upon the occurrence of a first triggering event in the base game. Furthermore, *Watts* does not disclose, teach or suggest providing a second bonus game upon the occurrence of a second triggering event in the first bonus game. *Watts* does not even disclose a second bonus game. Therefore, Claim 17 and Claims 18 to 20, which depend therefrom, are each patentably distinguished over *Watts* and in condition for allowance.

Claim 21 and Claims 22 to 24, which depend therefrom, are each patentably distinguished over the *Watts* for the same reasons stated above with respect to

Claim 12. It is therefore respectfully submitted that Claims 21 to 24 are in condition for allowance.

The Examiner also rejected Claims 15, 16, 19, 20, 23 and 24 under 35 U.S.C. § 103(a) as being obvious in view of *Watts* and existing data networks. Specifically, the Examiner noted that *Watts* does not disclose a gaming device operated through a data network such as an internet. The Examiner then stated that such data networks are well known to one of ordinary skill in the art and are therefore obvious in view of *Watts*. As described above, *Watts* does not disclose the combination of all of the elements in each of the independent claims, and specifically Claims 1, 6, 9, 12, 17 and 21, from which claims 15, 16, 19, 20, 23 and 24 depend, and therefore does not disclose, teach or suggest the elements of these claims. For these reasons, claims 15, 16, 19, 20, 23 and 24 are each patentably distinguished over the combination of *Watts* and the existing data networks and in condition for allowance.

Attached hereto is a marked up version of the changes made to the claims by the present amendment. The attached page is captioned "Version with markings to show changes made".

An earnest endeavor has been made to place this application in condition for formal allowance and in the absence of more pertinent art such action is courteously solicited. If the Examiner has any questions regarding this Response, Applicants respectfully request that the Examiner contact the Applicants' attorney, Adam Masia, at (312) 807-4284 to discuss this Response.

Respectfully submitted,

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**VERSION WITH MARKINGS TO SHOW CHANGES MADE**

**In the Specification:**

The paragraph beginning at line 16 of page 11 has been amended as follows:

Referring now to Figs. 3 through 6, one preferred embodiment of the gaming device of the present invention includes two sets of reels 100 and 110. One set of reels 100 has one set of symbols as illustrated in Fig. 3 for a base or primary game. A completely different set of reels 110 having a different set of symbols as illustrated Fig. 5 are provided for a bonus or secondary game. The reels ~~112, 114 and 116~~ 102, 104 and 106 in the primary game, for example, may include symbols such as A through H and the reels ~~102, 104 and 106~~ 112, 114 and 116 in the secondary game, for example, may include symbols such as a heart, a star, a diamond, a moon and a square. It should be appreciated that any suitable symbols may be utilized in conjunction with the sets of reels as long as the sets of symbols are different. If the gaming device includes a single video display (Fig. 1A), both sets of reels may be displayed on the same display at different times. If the gaming device includes two video displays (Fig. 1B), two mechanical sets of reels (not shown) or a video display and a mechanical set of reels (not shown), the sets of primary reels 100 and secondary reels 110 may be displayed by the individual displays or mechanical devices. It should further be appreciated that multiple sets of reels could be provided for a plurality of bonus games, wherein each bonus game includes a different set of reels with a different set of symbols.